

### **Amendments to the Claims**

1. (currently amended) An operating environment emulation system, comprising:  
a memory to:  
store multiple emulators, wherein each emulator contains instructions to emulate  
a particular operating environment having a particular operating system; and  
store a data file containing elements necessary to execute an emulated operating  
system operating on a first computer; and  
a connector, operable to allow the memory to be disconnected from the first  
computer and to connect the memory to a host computer.
2. (original) The system of claim 1, wherein the connector is a Universal Serial Bus cable.
3. (original) The system of claim 1, wherein the connector is an IEEE-1394 cable.
4. (original) The system of claim 1, wherein the connector uses an infrared link.
5. (original) The system of claim 1, wherein the connector is an Ethernet cable.
6. (original) The system of claim 1, wherein the connector uses a wireless link in  
accordance with 802.11b.
7. (original) The system of claim 1, wherein the host computer is personal computer  
compatible.
8. (canceled)
9. (canceled)
10. (previously presented) The system of claim 1, wherein the multiple emulators further  
comprise emulators for different processors.
11. (previously presented) A method of establishing an emulated operating environment on a  
host computer, the method comprising:

transferring a data file containing necessary elements to emulate an operating system from a first computer having an operating system to be emulated to a memory device upon which reside multiple emulators;

disconnecting the memory device from the first computer;

connecting the memory device to a host computer having an original operating system;

using the original operating system to load an emulator from the memory device to the host computer based upon the operating system to be emulated; and

executing the emulator to access the data file to establish an emulated operating environment on the host computer to operate on the data file.

12. (previously presented) The method of claim 11, wherein method further comprises receiving a user input designating the emulator to be loaded from the memory device.

13. (previously presented) The method of claim 11, wherein the method further comprises selecting an emulator automatically, wherein the selection is made by the host computer.

14. (previously presented) The method of claim 11, wherein connecting the emulation system to the host computer further comprises connecting the emulation system to an accessory device.

15. (previously presented) A method of insulating an operating environment emulator from a host computer, the method comprising:

connecting an emulation device to a host computer;

executing an emulated operating system located on the emulation device on a processor of host computer having an original operating system;

disabling host task management on the original operating system;

routing input/output signals only through the emulated operating system; and

activating an environmental shutdown by disabling the emulated operating system if necessary to prevent interactions between the original operating system and the emulated operating system.

16. (previously presented) The method of claim 15, wherein disabling further comprises completely isolating the host computer.

17. (previously presented) The method of claim 15, wherein disabling further comprises allowing a user to define allowed interactions between the host computer and the emulation device.

18. (canceled)

19. (canceled)

20. (canceled)